

FIG.1

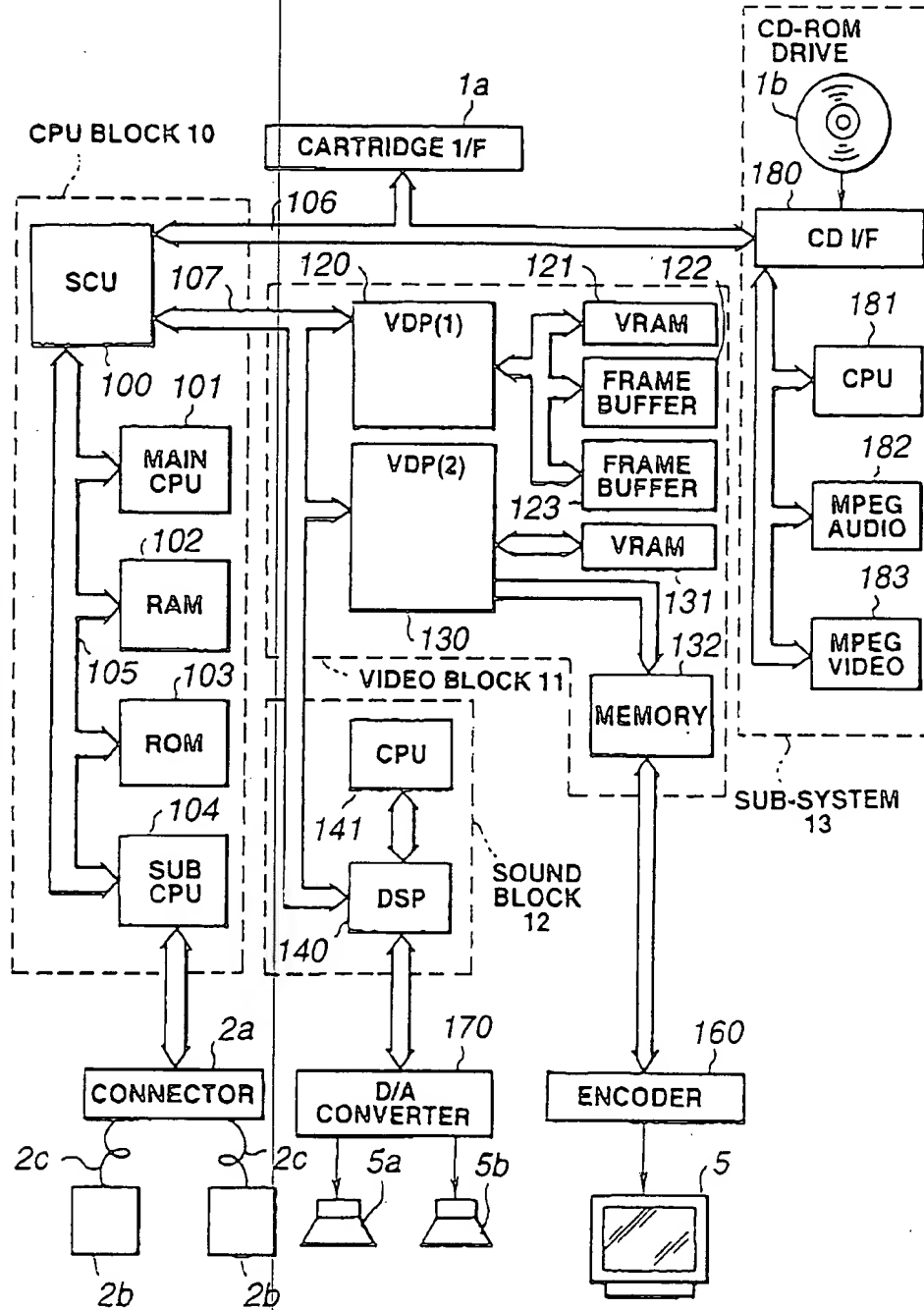
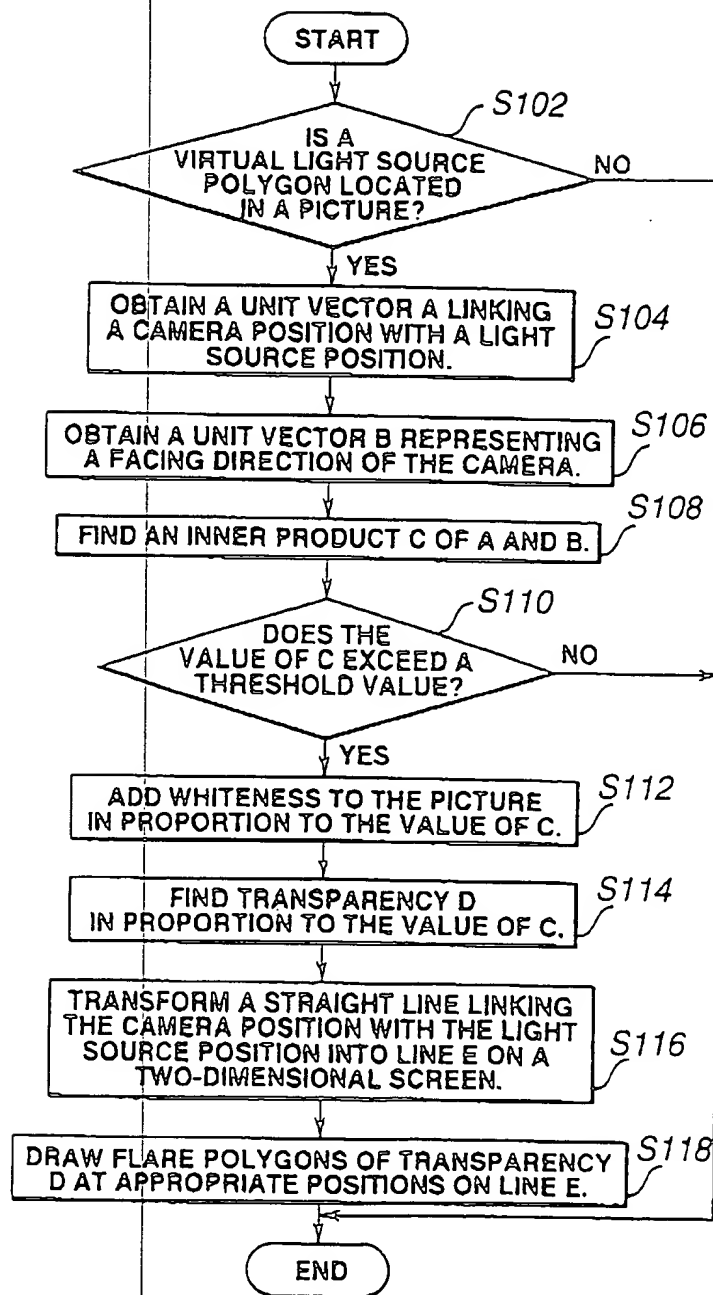
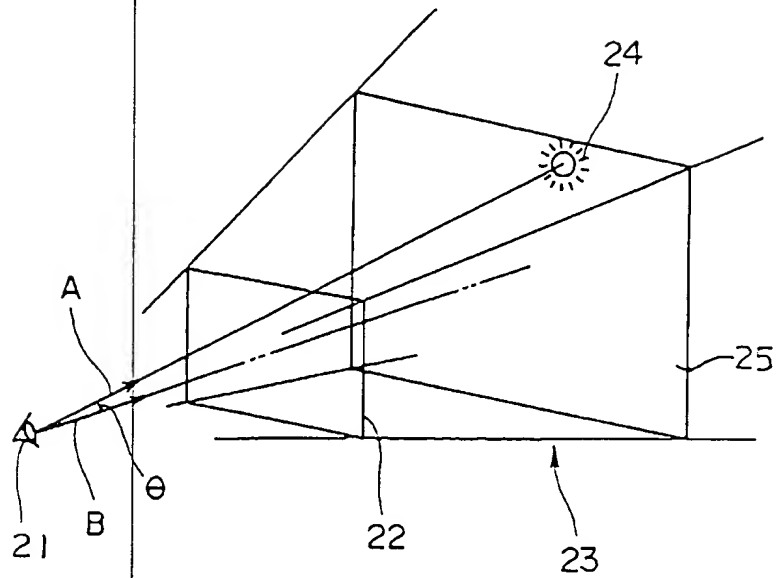


FIG.2



**FIG.3**



**FIG.4**

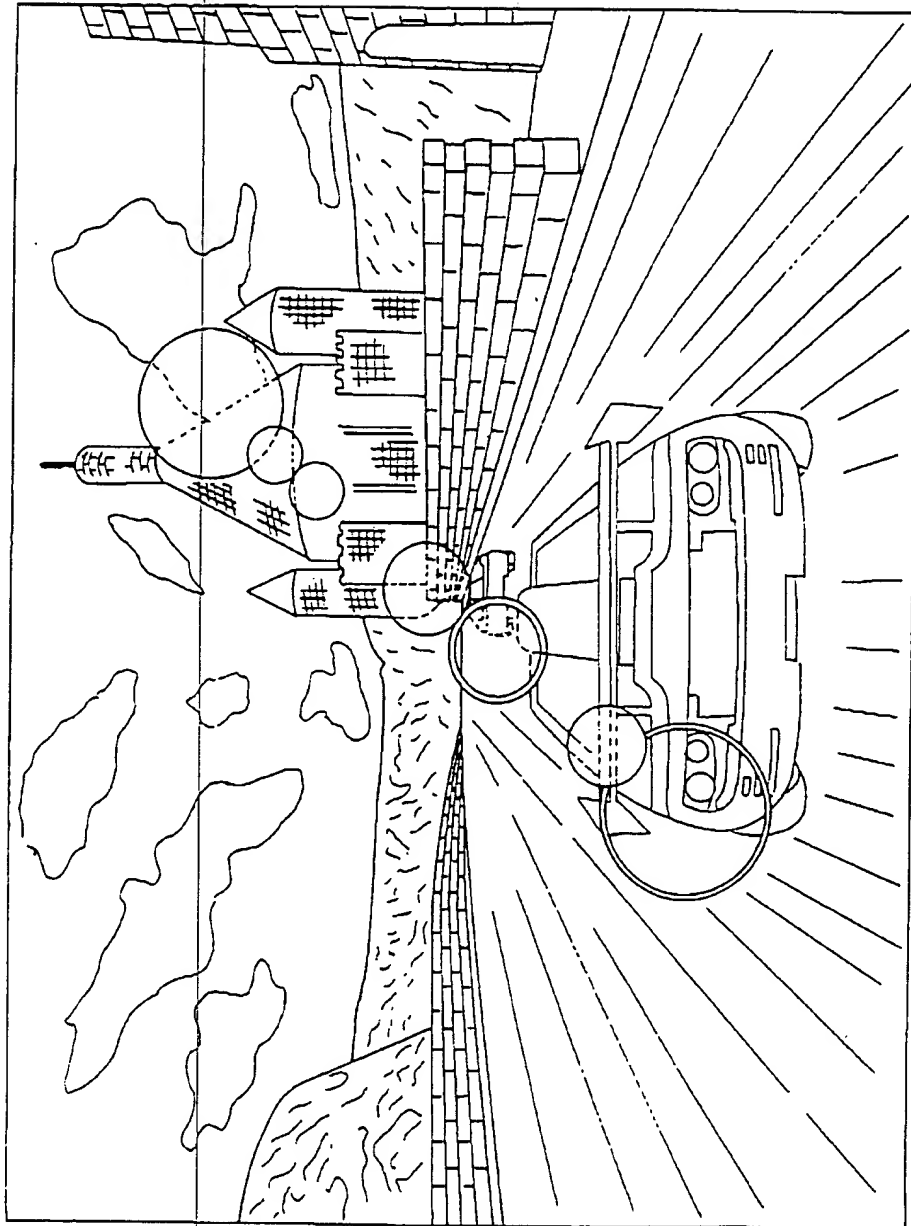


FIG.5

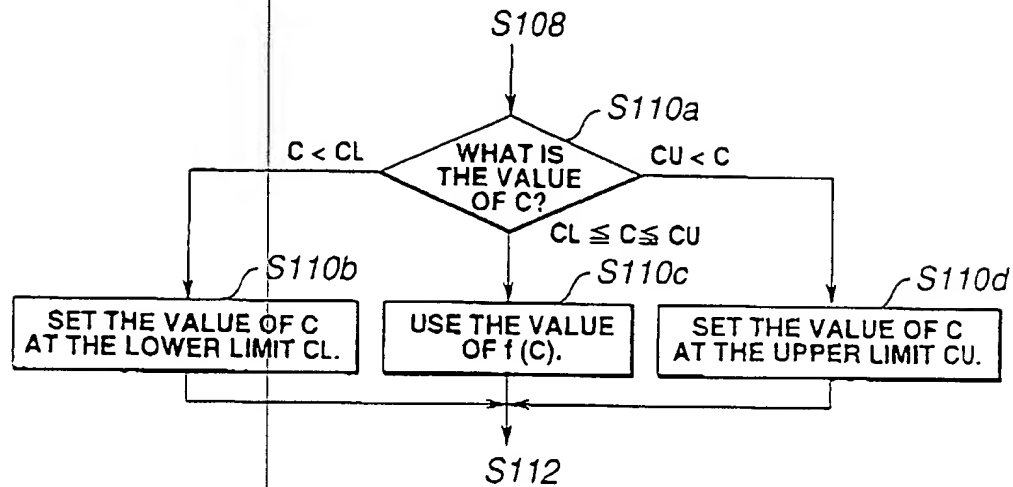


FIG.6

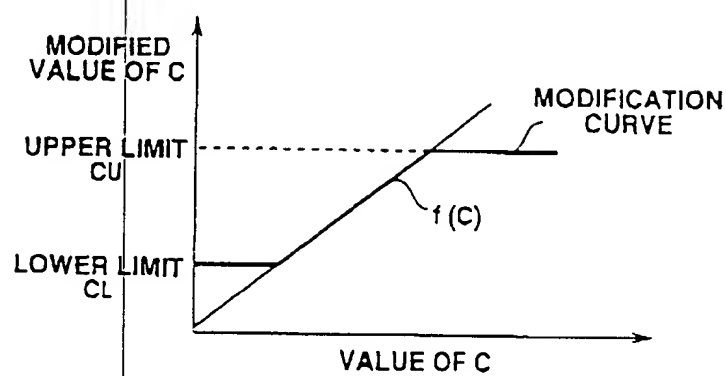


FIG.7(a)

ANGLE $\theta$	$\theta_1$	$\theta_2$	...	$\theta_n$
FLARE DEGREE C	C <sub>1</sub>	C <sub>2</sub>	...	C <sub>n</sub>

FIG.7(b)

		POSITION WITHIN VIEW (ANGLE $\theta$ )						
		$\theta_1$	$\theta_2$	$\theta_3$	$\theta_4$	...	...	$\theta_n$
INTENSITY OF LIGHT SOURCE	P1	C11	C12	C13	C14	...	...	C1n
	P2	C21						
	:	:						
	:	:						
	Pn	C1n						Cnn

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FIG.8

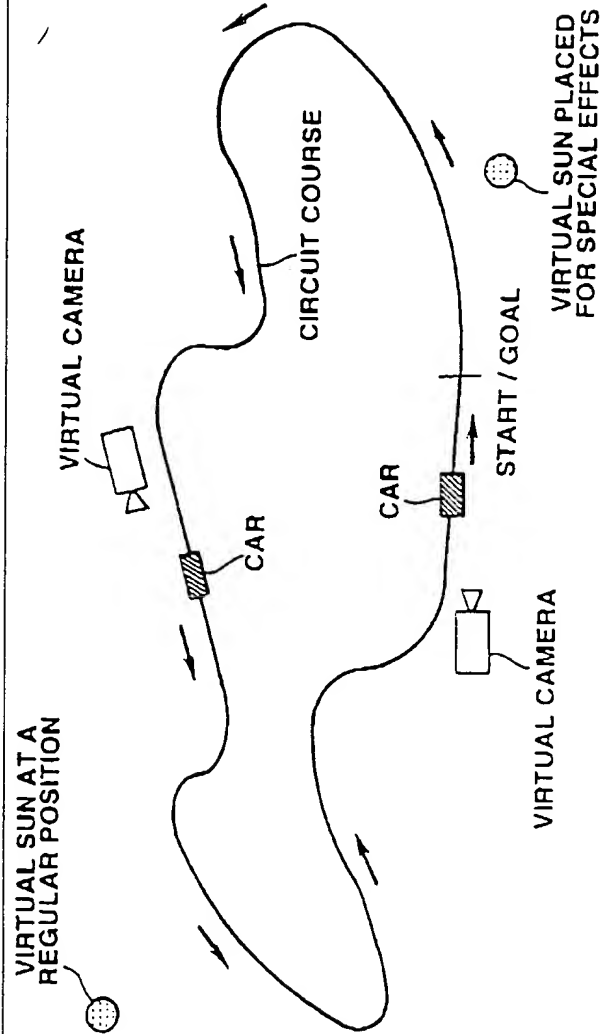




FIG. 9

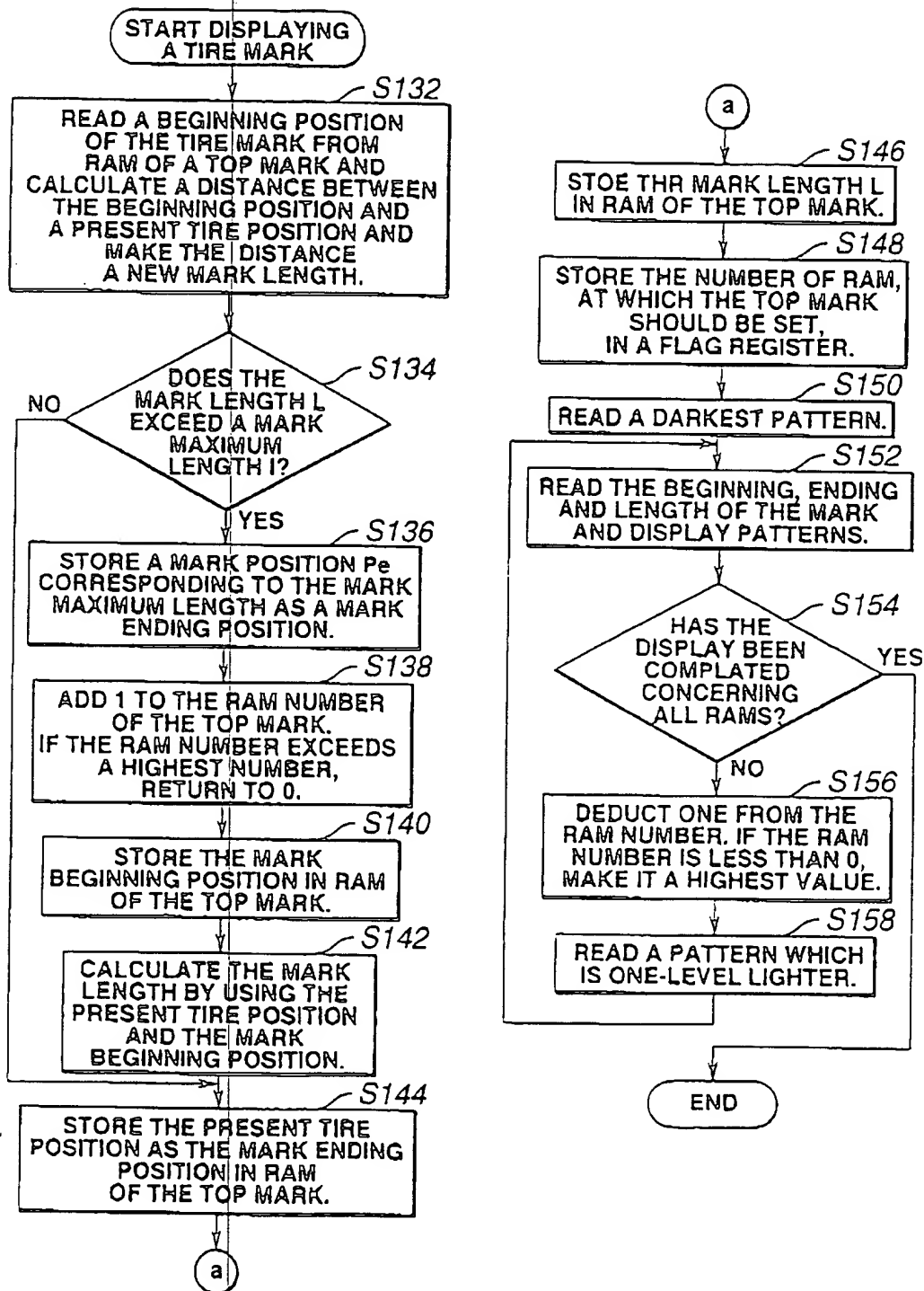


FIG.10

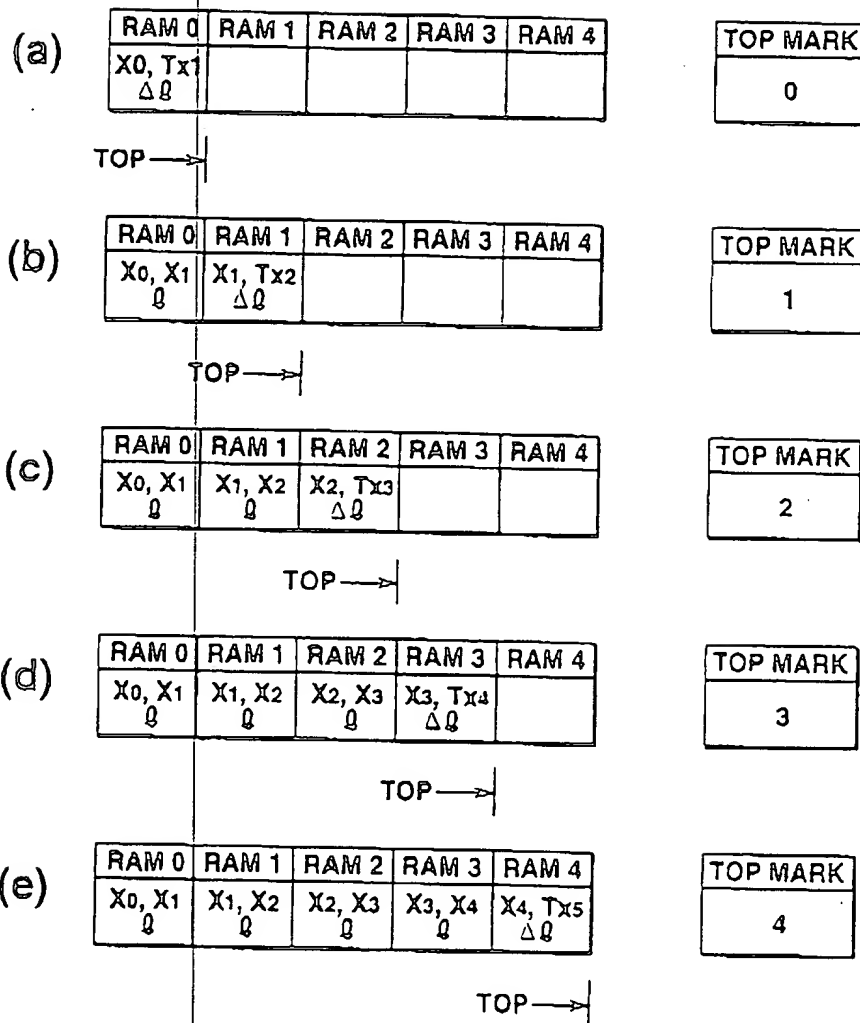


FIG.11

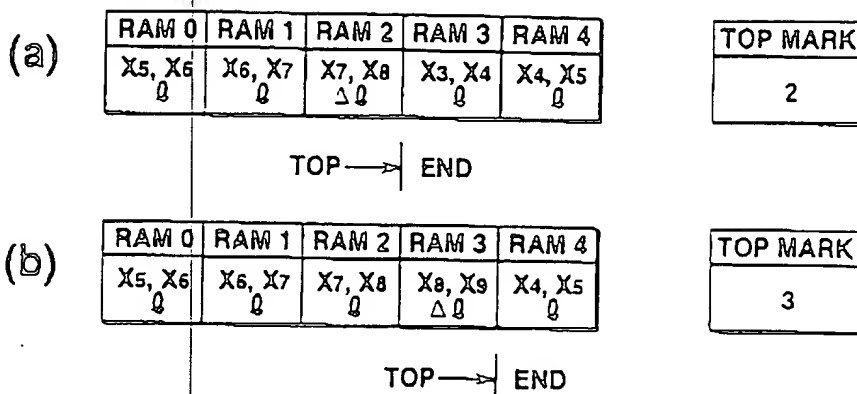


FIG.12

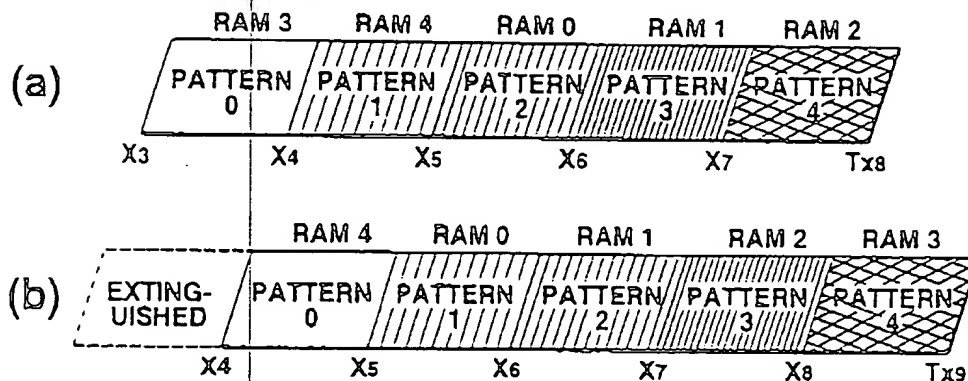
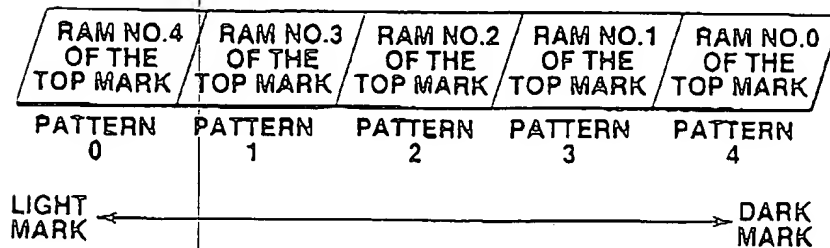
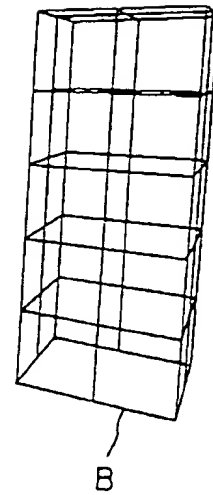
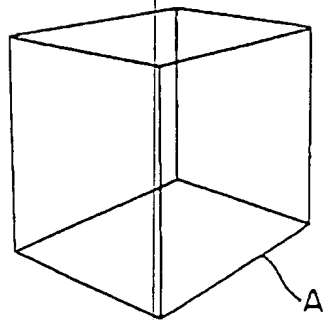


FIG.13

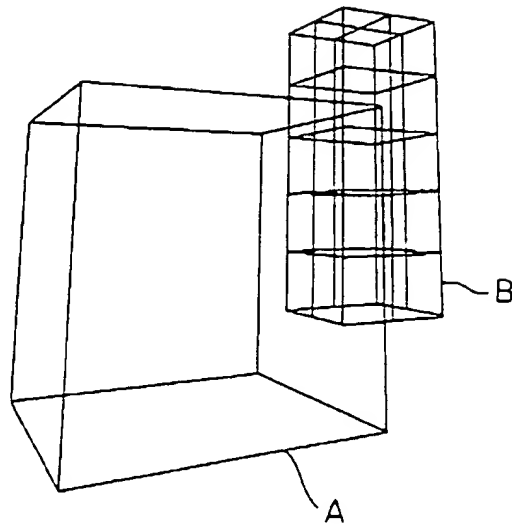




**FIG.15**



**FIG.16**



**FIG.17**

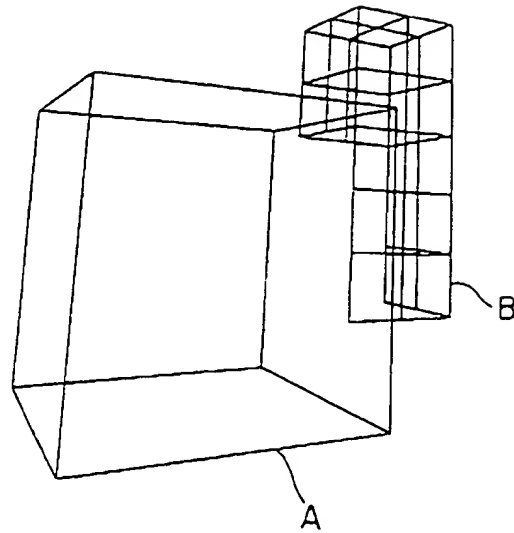


FIG.18

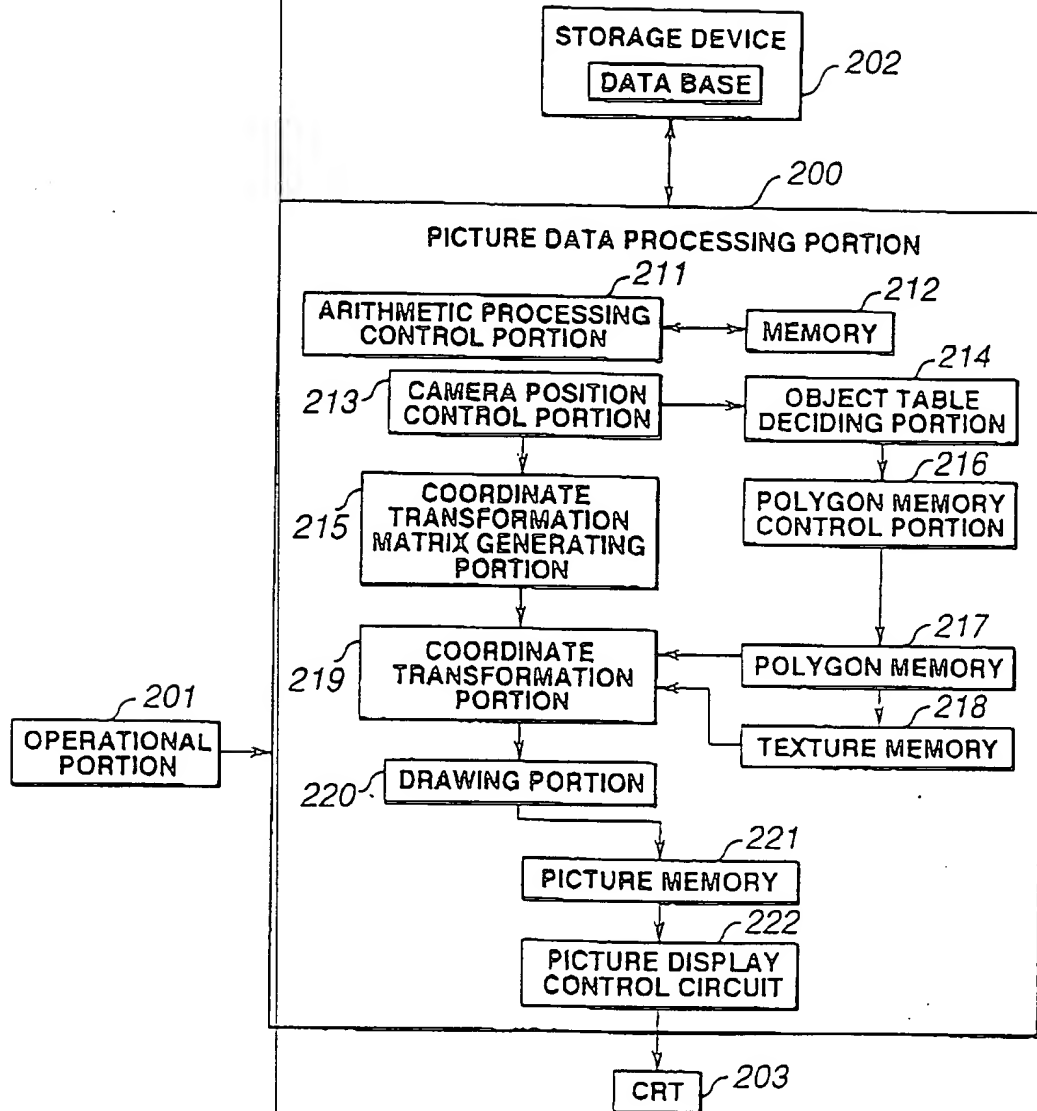




FIG.19

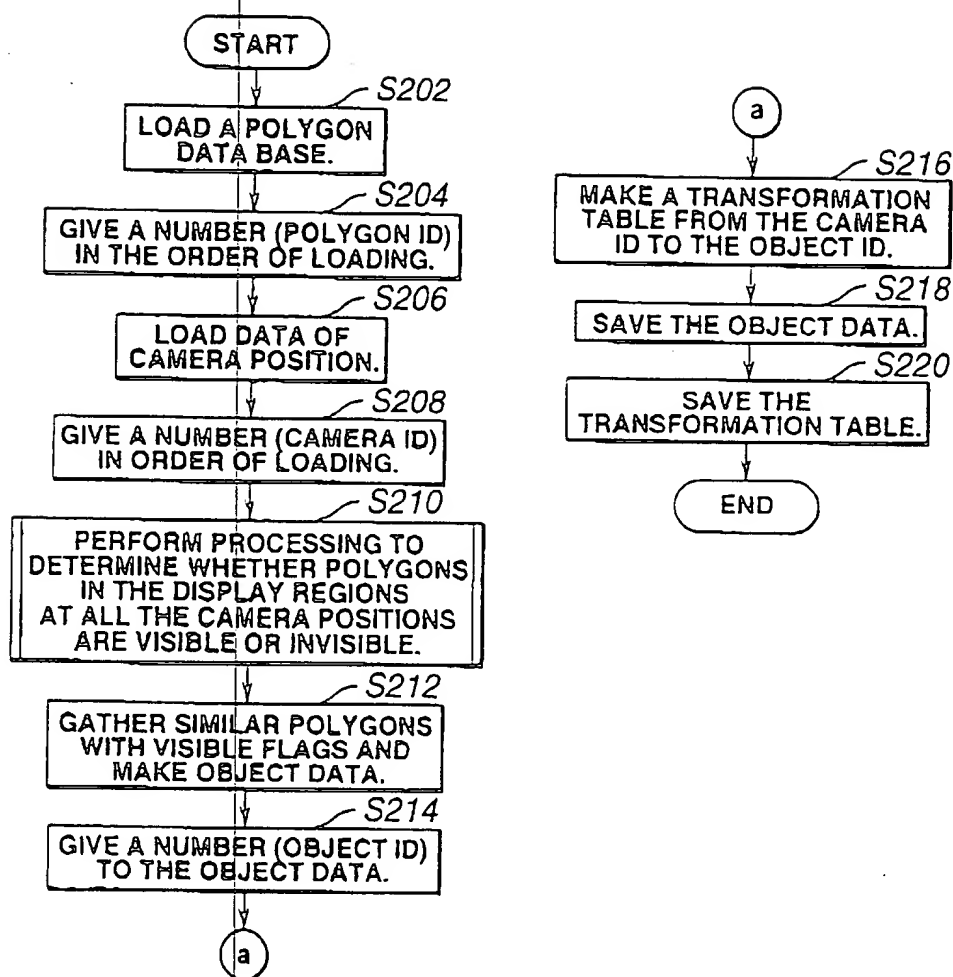
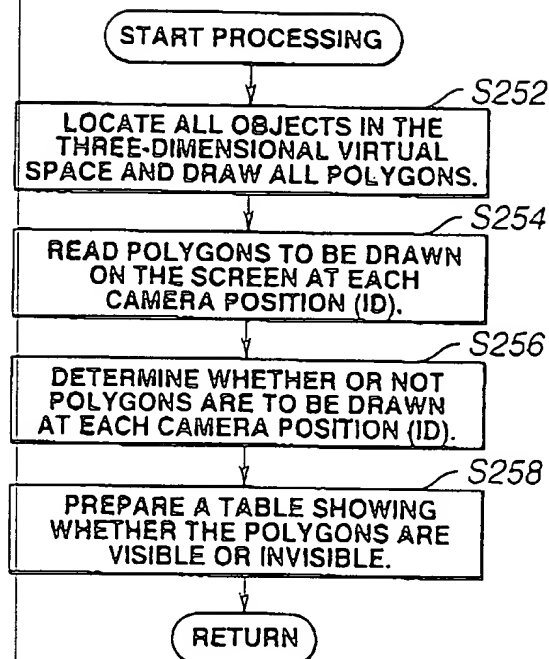
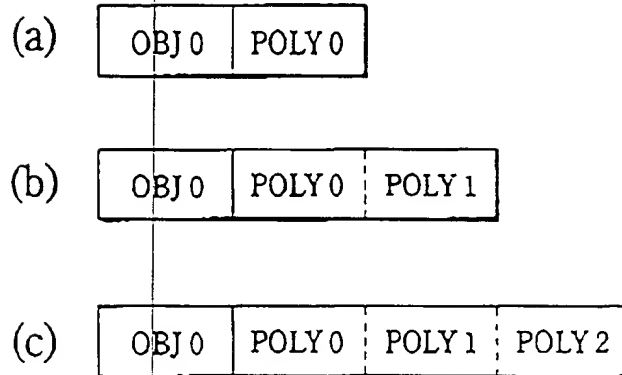


FIG.20



**FIG.21**

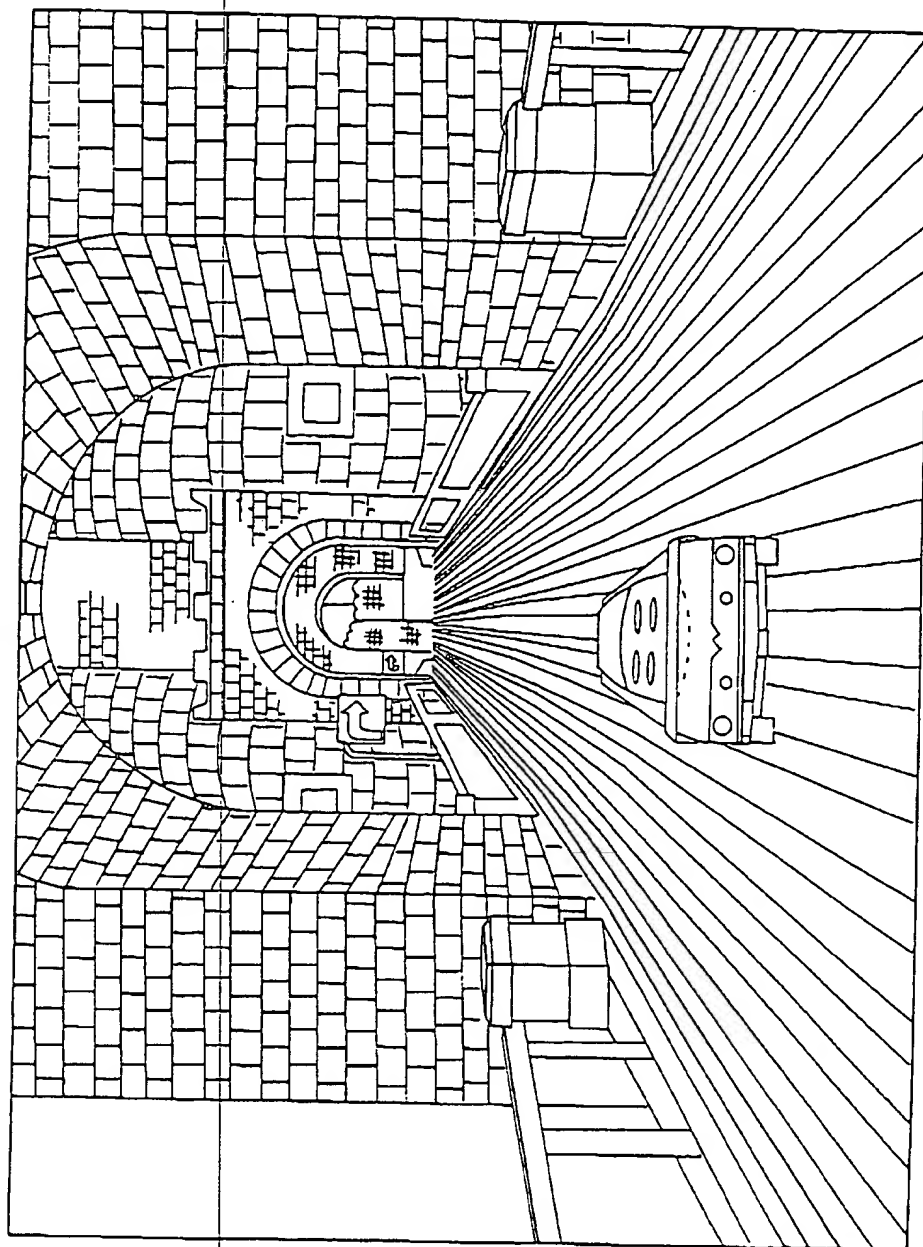
CAMERA	0	1	2	3	4	5	6	7	8	---- MAX
POLY 0	1	1	1	0	0	0	0	0	0	-----
POLY 1	1	1	1	0	0	0	0	0	0	----- 0
POLY 2	1	1	0	0	0	0	0	0	0	----- 0
POLY 3	0	0	1	0	0	0	0	0	0	----- 0
POLY 4	0	0	0	0	0	0	0	0	0	----- 0
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮
POLY MAX	0	0	0	0	0	0	0	0	0	----- 1

**FIG.22**

**FIG. 23**

CAMERA	0	1	2	3	4	5	6	7	--- MAX
OBJ 0	1	1	1	0	0	0	0	0	-----
OBJ 1	1	0	1	1	0	1	0	0	-----
OBJ 2	0	0	0	1	1	0	1	1	-----
OBJ 3	1	1	0	0	1	1	1	1	-----
⋮		⋮		⋮		⋮		⋮	
OBJ MAX		⋮		⋮		⋮		⋮	

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FIG.25

